

This document contains the details of Tzohara, the Storm Queen, a terrible villain for Dungeon Crawl Classics



Tzohara, the Storm Queen

*“A storm is coming, can’t you hear it?
Walls shall be smashed.
Streets shall be splintered.*

*And anyone to defy the storm, shall be
struck by the lightning, by the lance,
and by the almighty power of Tzohara”*

- Amugha, the cloud prophet

Description: They say she was once a mere peasant working the fields. Day in, day out, she toiled and tried to provide for her family. But when the storms came, all that work was blown away. Years she wandered in a delirium. The failure ringing in her ears by day and the rumble of dark clouds haunting her by night, when finally, she came upon a chapel on a high mountain peak. There she saw the clouds and heard their murmur. There she would go and avenge her hardships.

Yet, when she reached the top, she was changed. No longer was the storm something to be feared, an enemy, but instead it became the sweetest sight she had ever experienced. *“Welcome, child”, they said, “At last, you found me. I will show you the way. For I am Azi Dahaka, and you will be my messenger.”*

Tzohara, the Storm Queen, is the chaotic force of the storms born aflesh. On her demonic steed Bestirin she rides through the lands and brings destruction to those who fail to please Azi Dahaka. In deep cerulean armour, wielding a crackling lance and a shield booming with the sound of thunder, she is a foe few can stand against. Her cloaked prophets travel before her and demand donations and sacrifice for the god of storms and wastes. Those who deny them are warned: “*Satisfy the storms or be swept away by them.*”

Story hooks for Tzohara

Age-old feud: Tzohara harbors a deep hatred against Daentharr and all the god’s servants. She is eager to pay a considerable amount of gold (or other services) to any chaotic character willing to sabotage or otherwise meddle with Daentharr’s endeavours.

Sower of grief: Tzohara has brought unimaginable destruction to many communities. Thus, she is hunted by various parties, and many enemies high and low seek to bring her down. Player characters may become embroiled in these feuds as hired muscle or even have a grudge against Tzohara themselves.

The lost chapel: It is told Tzohara’s deadly reign began in a chapel on a lonely mountain peak. It is also told that this chapel holds a secret which, if revealed, would be Tzohara’s undoing.

Tzohara, the Storm Queen: Tzohara wears dark blue armour and wields the lightning lance and the thunderous shield in battle. She prefers to ride her opponents down in a single charge while chanting the tenets of Azi Dahaka. That being said, she is not an automaton with an endless urge for havoc. Many of Azi Dahaka’s servants (and other chaotic beings) have successfully parlayed with her and made deals of mutual benefit.

The lance and the shield are gifts from Azi Dahaka. If slain, the relics immediately turn to pure electric energy and disappear. However, Tzohara’s armor, a masterwork full-plate mail, can be stripped from her body. In addition, her retinue always carries with them several chests of loot from their travels (at least 2000 gold pieces worth of goods).

Statistics: *Init:* +6; *Atk:* lightning lance +9 (1d12 + 5, an additional + 1d8 shock damage, double damage on a mounted charge as per lance rules) or shield boom (special); *AC:* 23; *HD:* 8d12; *MV:* 30’; *Act:* 2d20; *SP:* see below; *Saves:* Fort +9, Ref +0, Will +8; *AL:* C

Shield Boom: Once per round, Tzohara may unleash an ear-shattering sonic attack from her thunderous shield. This inflicts 1d8 + 4 damage to all hostile beings within 30’ of Tzohara.

Locus of Storms: Some 100’ above Tzohara, a pitch-black cloud rumbles and sparks with lightning. This divine gift strikes fear into the hearts of mortals (effect up to Judge). In addition, once per round, the cloud absorbs a hostile spell directed at Tzohara. The spell visibly changes direction and vanishes into the black mass with no effect.

Bestirin, the Galloping Wastes: Bestirin is a massive white stallion with gleaming eyes and a maw which crackles with lightning. Being a gift of Azi Dahaka, the beast has an unbreakable bond with its queen.

Statistics: *Init:* +2; *Atk:* trample +6 (1d10 + 4, double damage on a mounted charge) or breathe lightning (special); *AC:* 18; *HD:* 6d10; *MV:* 60'; *Act:* 1d20; *SP:* see below; *Saves:* Fort +6, Red +4, Will +4, *AL:* C

Breathe lightning: Once per round, Bestiring may breathe lightning. This attack deals 1d8+2 damage to all who fail a DC20 Fort save within a 5'x20' cone.

Cloud prophets: Tzohara is always accompanied by d12 crazed worshippers of Azi Dahaka. In addition, groups of three or four always scout the lands around her, proselytizing and searching for donations.

Statistics: *Init:* +1; *Atk:* club (1d6 + 1); *AC:* 12; *HD:* 2d6; *MV:* 30'; *Act:* 1d20; *SP:* cloud prophets are immune to fear and magical sleep effects; *Saves:* Fort +1, Ref +0, Will +2; *AL:* C